Metacognitive Card Game

Better upon reflection: building metacognitive habits ONE card at a time. These cards are designed to be "a fun way for students to reflect on their own learning". This card deck was developed as part of a grant funded by the NSF Advanced Technological Education program.

Consider adding this to your instructional sequence as an icebreaker to kick-off team meetings, as a team building exercise, or to structure a team debrief.

For example:
- Problem Solving: Consider one of the competition tasks and possible ways to accomplish the task. How many different solutions can you generate in three minutes?
- Persistence: When you encounter problems, do you look for a quick fix or the root cause of the problem?
- People: When miscommunication inevitably happens, what are three ways to get things back on track?